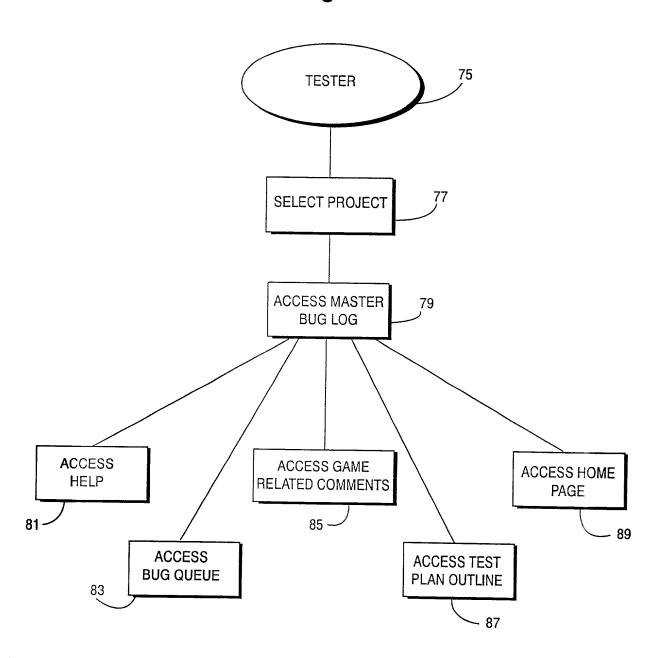


NOA Product Testing - Bug Tracking System (BTS)

This system has been developed for and is best viewed by Netscape v4x. NOA's Product Testing group recommends Netscape v4.51 or higher. Fig. 4



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Fig. 5

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he Master Bun the project	
	The Master Bug Log is a collection of all bugs for a project that have been entered up to date. This only includes bugs that have been accepted after placed into Queue. The coordinator on the project news bugs in queue, then modifies and/or accepts them. The bugs are then placed into the master log
Edit	Available menu selections in "Master Bug Log":  Edit   New   Copy   Prev   Next   Go To:   Sort   Submit   Refresh   List   Publish   Save   Cancel   Save@Prev   Save@Next   Bug#   Stage
Edit	Chick hears to wew detailed information on editing bugs. "Edit" allows the user to make changes to the currently displayed bug, project, test plan, etc. Selecting this will open the current subject (example, currently displayed bug) in an edit window for the user to modify as necessary
New	Chel. Here to view detailed information on the entering new longs. "New" allows the nact to add a new entry into the subject (i.e. a new bug into queue, a new test plan, etc.). Selecting this will open a blank edit vinctow that the user may modify as necessary.
Copy	Copy
Prev	"Prev" is short for Piewous Selecting this will move the user to the prewious bug, test plan, comment, etc
Next	Selecting "Next" will move the user to the next bug, test plan, comment, etc
Go 10:	"Go To" and it's associated entry boz is used to unmediately skip to an entry by using it's number. Example If the user is in the master bug log, and enters the number 15 into the entry box, then presses <enter> or chekes on "Go To," they will be brought to bug number 15.</enter>
Sort	Chek here to mew detailed information on sorting "Sort" is used to search for certain types of bugs (i.e., search by date, by status, by stage number, etc.)
Submit	Affer entering the proper sort information, the tester/coordinator needs to select "Submit" to wew the bugs that the sort finds
Refresh	"Refiesh" is used to reload the entire Bug Tracking System. This should be done when the user wants to new all the most recent changes to the system after changes have been made. A user may enter or change a bug, comment, test plan, etc., and then not see changes until the system is refreshed. This should be done periodically to ensure the most recent information is being viewed.
Publish	"Publish" is used when the coordinator wants to make all new bugs in the master bug log viewable to outside developers.
Save	Selecting "Save" will save all the changes the user has made in the currently openned field. This option needs to be selected each time user adds, changes, or updates a field
Cancel	The "Cancel" option is typically found along with the "Save" option. Cancel should be choosen if the user decides that he/she does not want to save the new entry or changes into that field. Cancel should send the user back to the previous topic.

Fig. 6

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Fig. 7

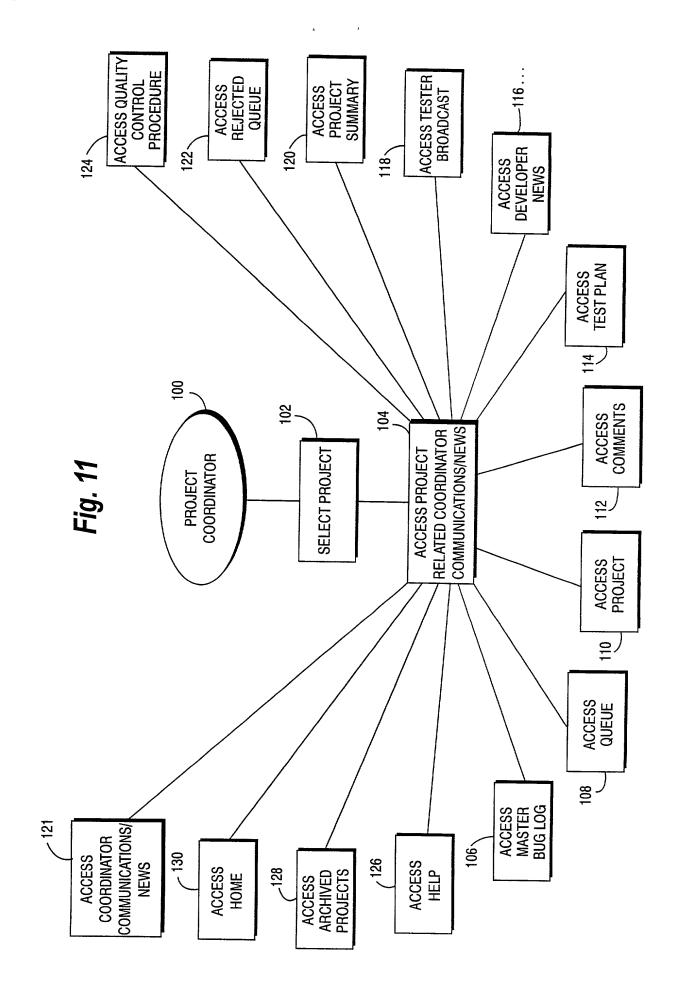
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Fig. 8

Fig. 9

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Hebe Search Hetrcape Pink Security Shopi A Security Home Search Hetrcape Pink Security Shopi A Security A	Nintendo 64  Backup Coordinator		*While we have two versions being tested, PAL and MTSC, if a bug occurs on one of these gaines, have it also checked on the other version as well *Race through all modes with every vehicle, using each song on all of the tracks Do thus in 1, 2, 3, and 4 player modes (No music in 3 or 4 player, but the vehicles in each track in these modes)	ndges etc	*Try pausing and pressing several buttons at once in vanous modes and races  Front End testing (te masking buttons, entering and extining screens quickly, masking buttons between two screens that have different music, etc.)  *Clicck for bad polygon tears and seams fluoughout all courses (flus usually occurs near boundanes and bridges, but can be anywhere in the game vehicle may produce seams as well	. The same of the state and a terral contract and additional and advances with the problems of the same of the sam
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2.23%	Test Plane Project Name Mario Speedway Supervitor	Ž.	*While we have two versions being tested *Race through all modes with every vehicles in each track in these modes by	*Experiment with all of the options, game settings and vehicle adjustments  *Explore off road and attempt to break boundanes or get stuck in walls, for  *Try to come in different places (besides first) on each race  *Check List sheet (Enc Bush)	*Try pausing and pressing several buttons at once in various modes and races  *Front End testing (ie inastlang buttons, entering and exiting screens quickly, in  *Check for bid polygon tears and seams throughout all courses (this usually or vehicle may produce seams as well	Fress Keset Otten While playing and DetWeen screens when it's loading.
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Fig. 10



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Fig. 12

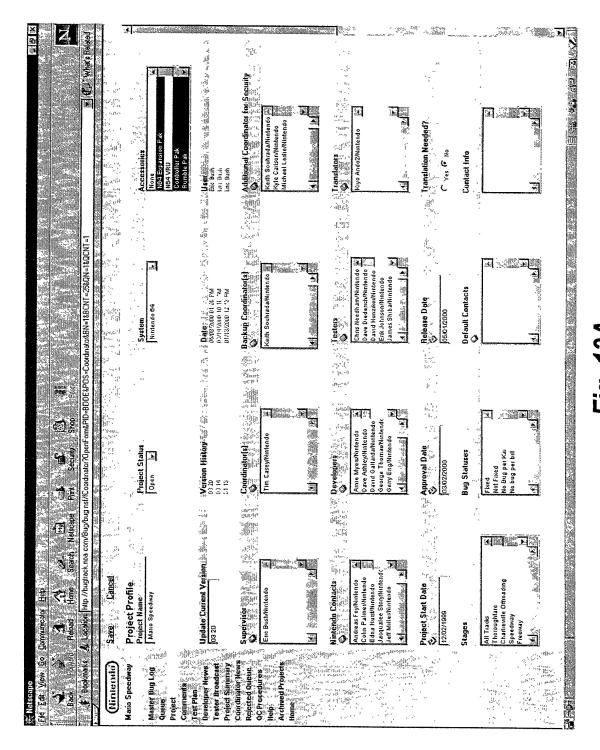


Fig. 13A

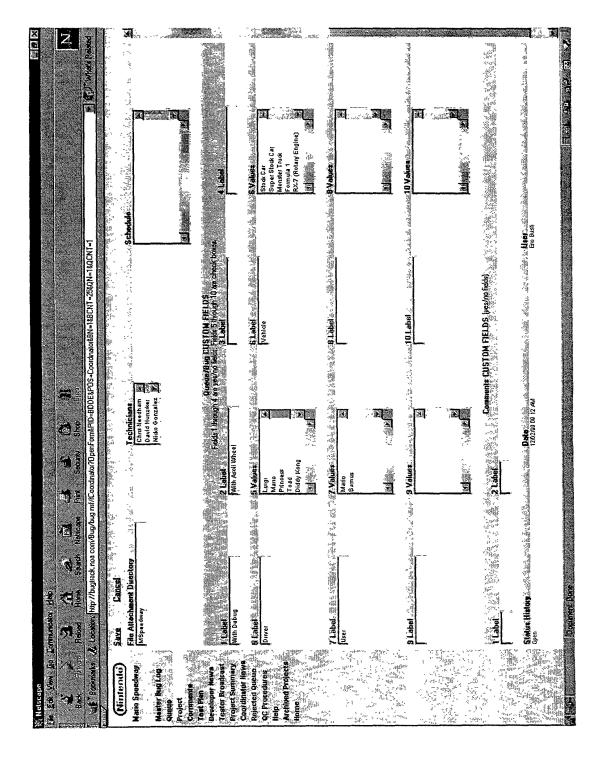


Fig. 13B

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Fig. 14

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Fig. 15

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Fig. 16

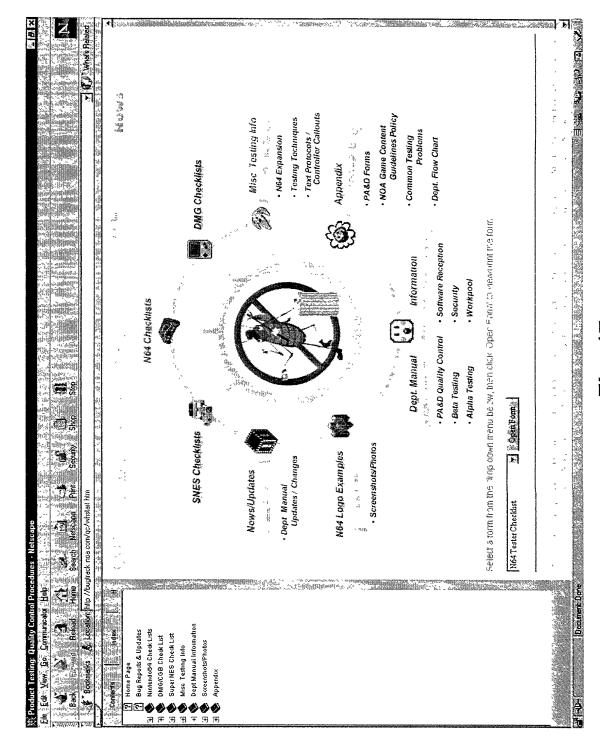


Fig. 17

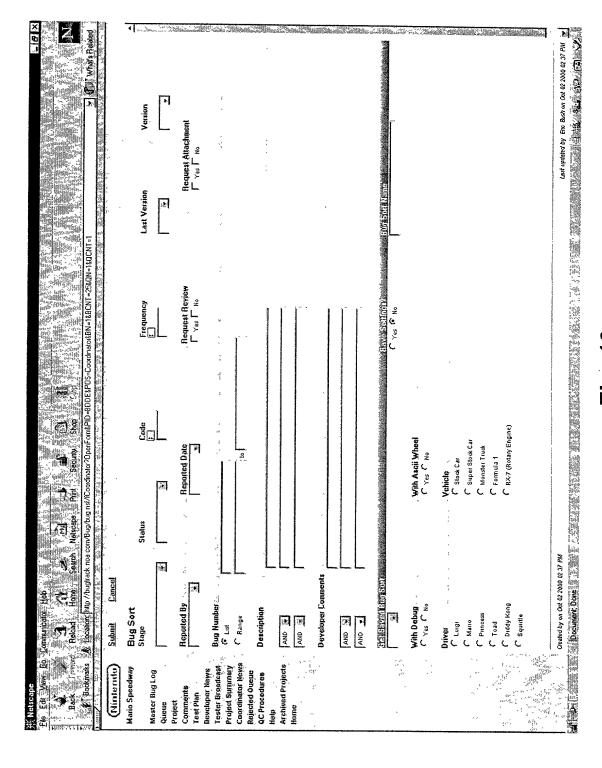


Fig. 18

Fig. 19

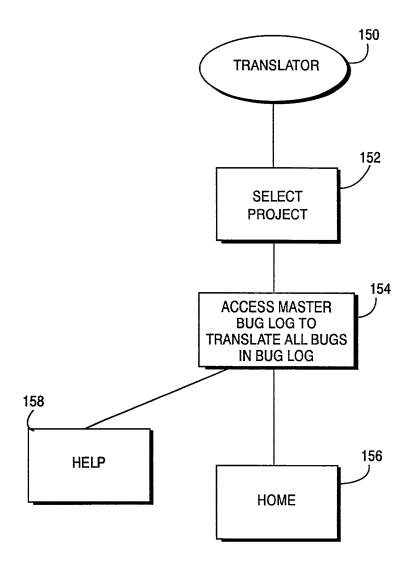


Fig. 20

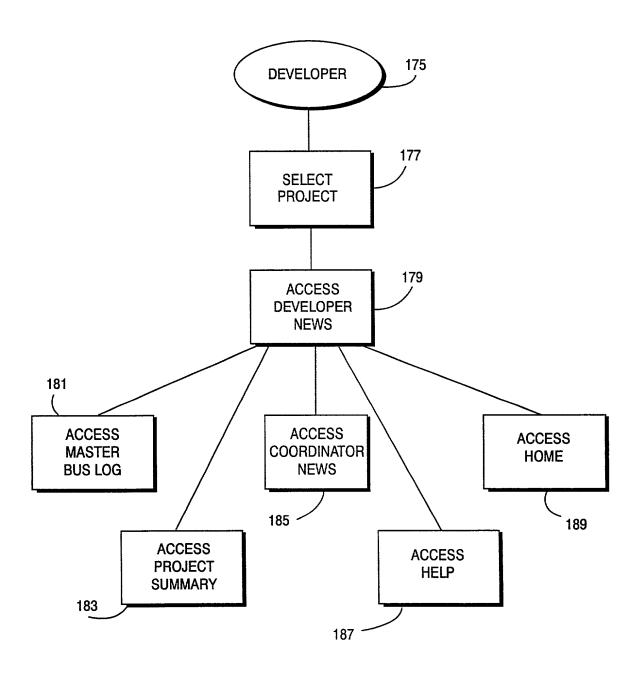
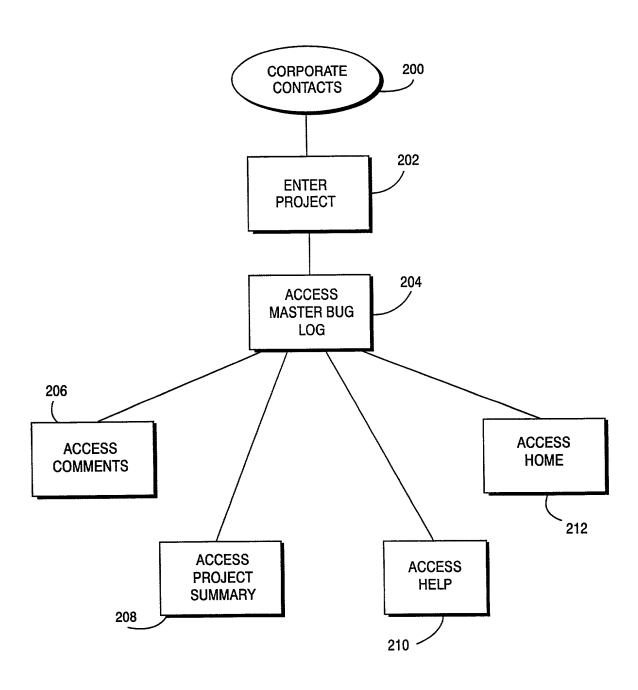
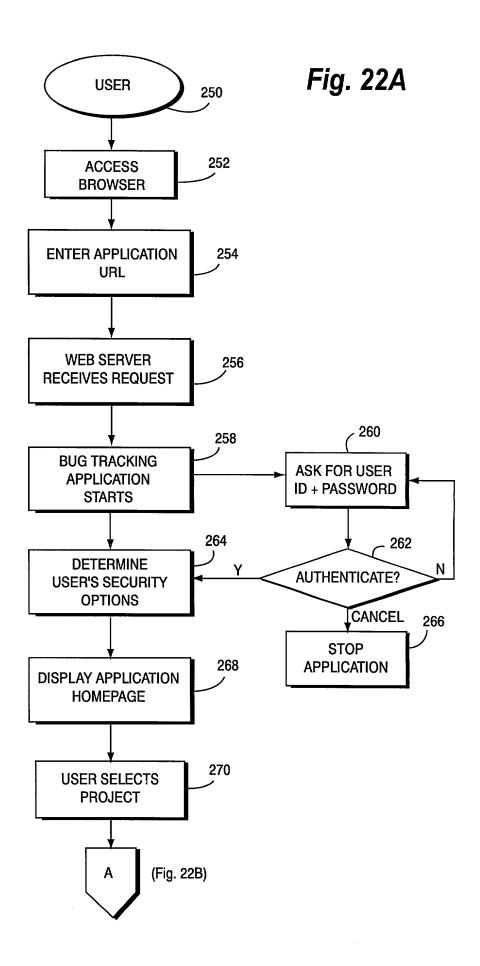


Fig. 21





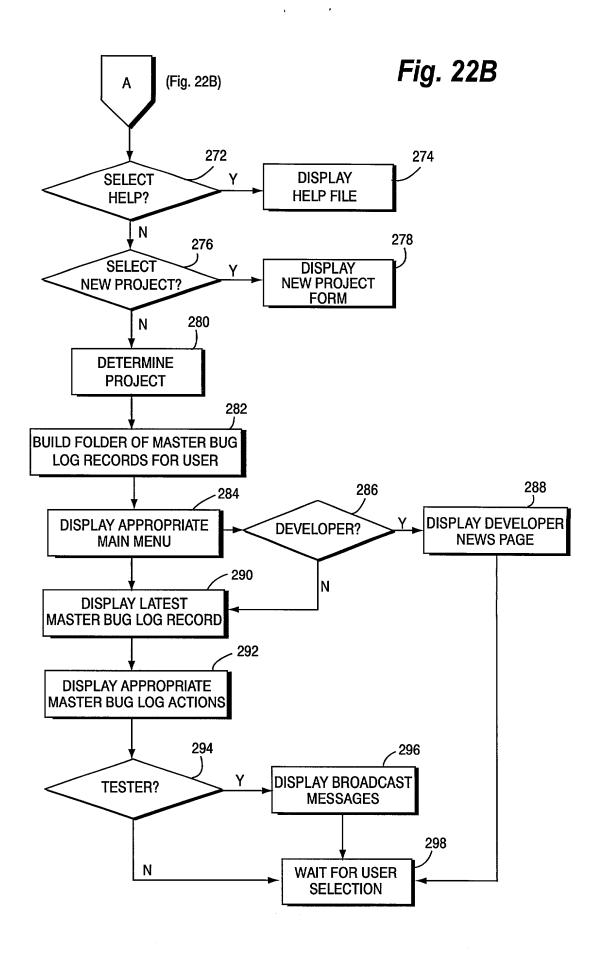
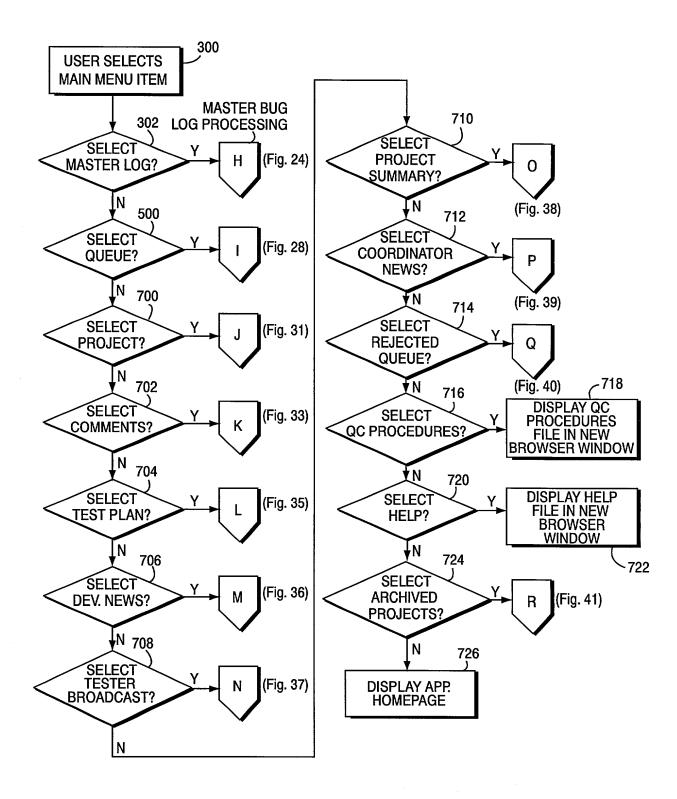
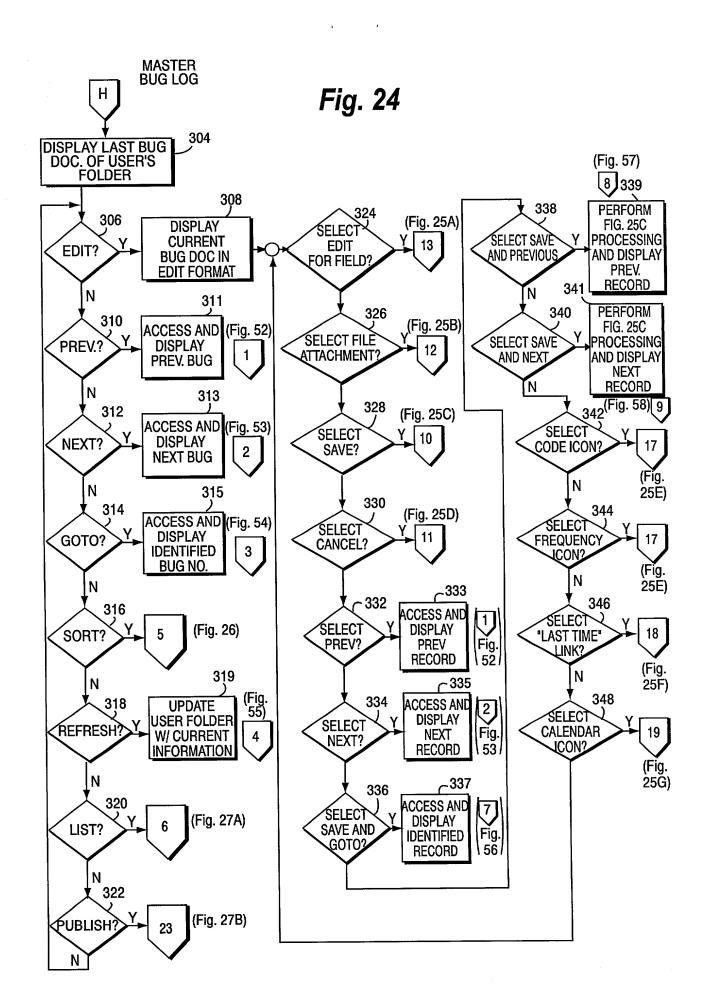
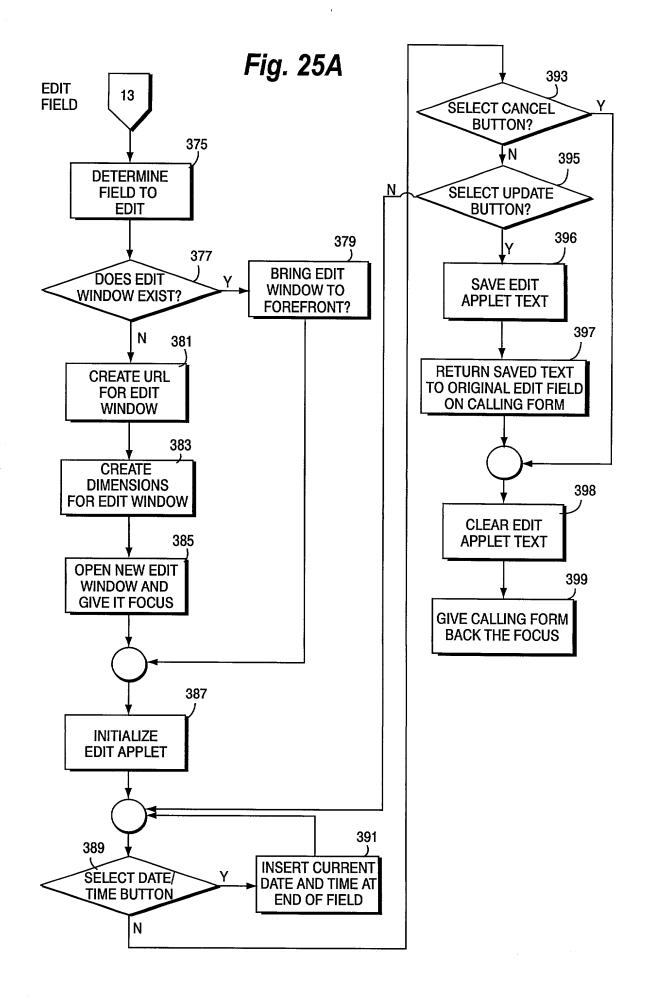
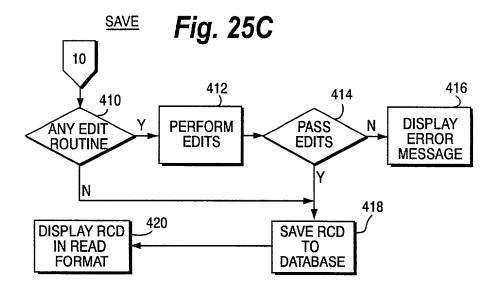


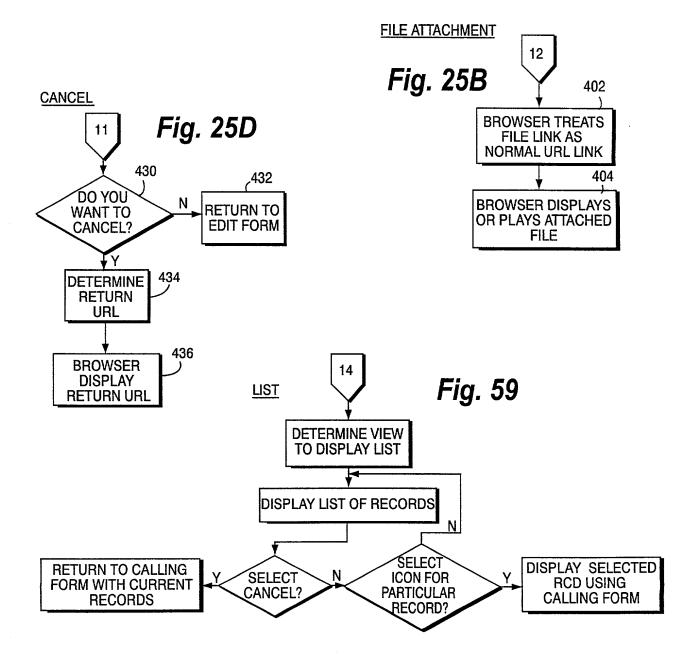
Fig. 23

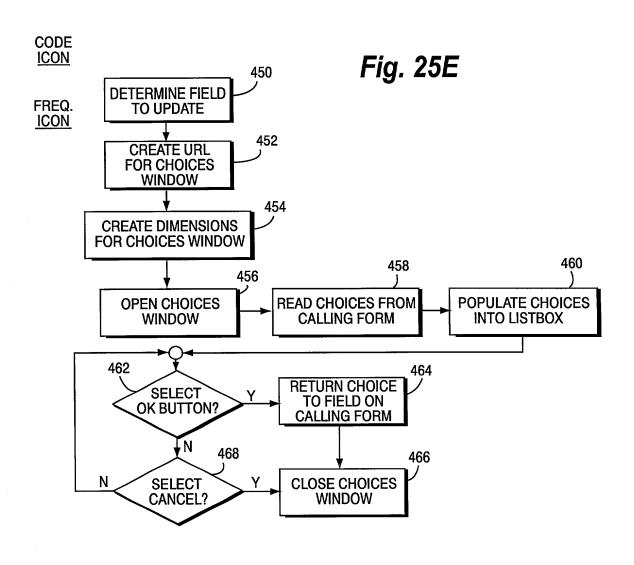












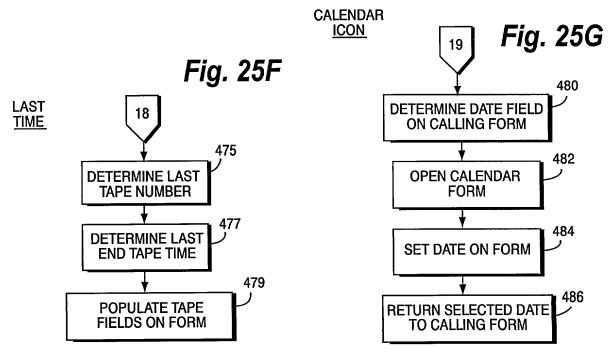


Fig. 26

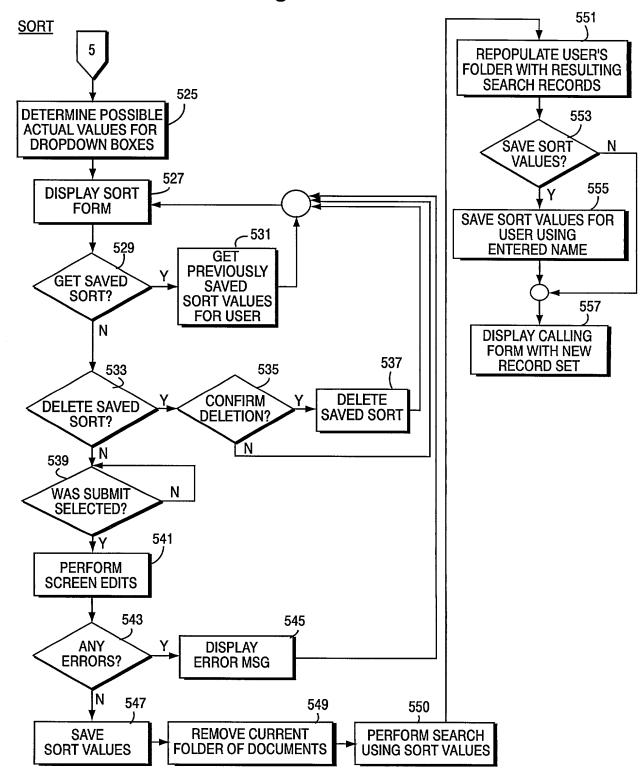
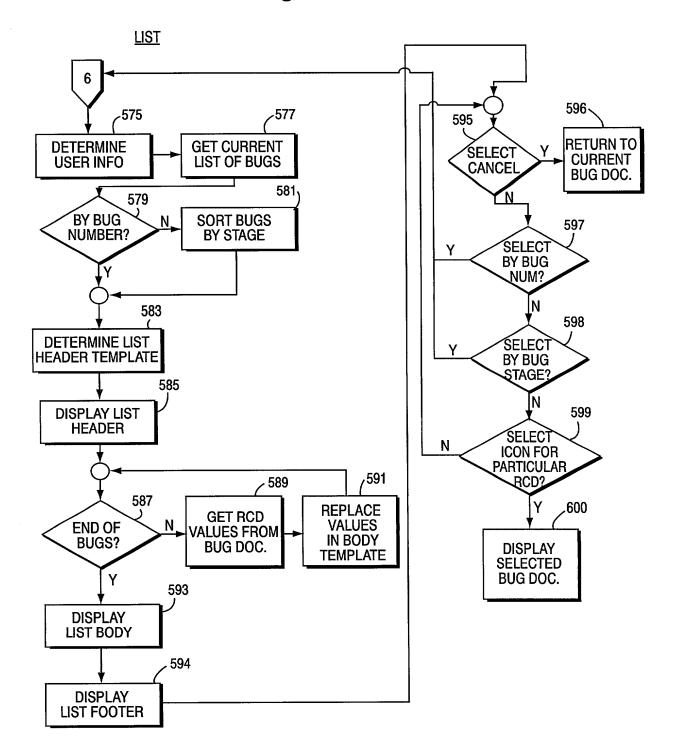


Fig. 27A



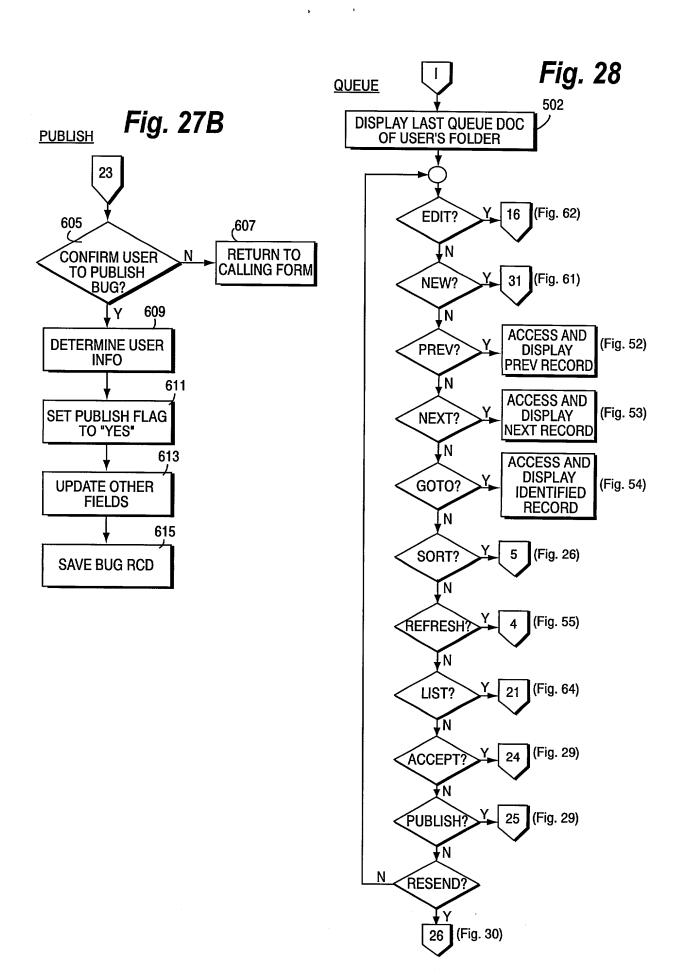
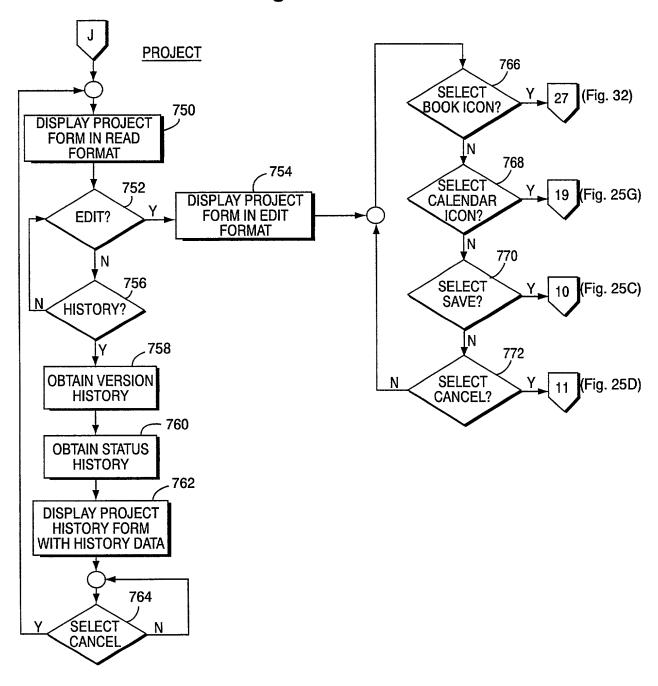


Fig. 29 25 ACCEPT 24 **PUBLISH** 654 650 656 652 -CONFIRM CONFIRM Ν **RETURN TO USER** N **RETURN TO USER WANTS** CALLING FORM WANTS TO CALLING FORM JO ACCEPT? PUBLISH? 658 **DETERMINE USER INFO** Fig. 30 660 **REMOVE QUEUE DOC** FROM USER'S FOLDER 26 662 MAKE QUEUE DOC INTO BUG DOC REJECT 677 675 664 CONFIRM **DETERMINE NEW RETURN TO** USER **BUG NUMBER** CALLING WANTS TO **FORM** REJECT? 666 **UPDATE FIELDS** ON BUG FORM 679 Υ **DETERMINE USER INFO** 668 PLACE NEW BUG DOC INTO USER'S FOLDER **REMOVE QUEUE DOC** 681 670 FROM USER'S FOLDER SET RETURN URL 683 **CHANGE STATUS TO** 672 "REJECTED" **DISPLAY FORM IN BROWSER USING** THIS URL **UPDATE FIELDS ON** 685 **QUEUE DOC** 687 **SAVE QUEUE DOC** 689 SET RETURN URL 691 DISPLAY FORM IN BROWSER

USING THIS URL

Fig. 31



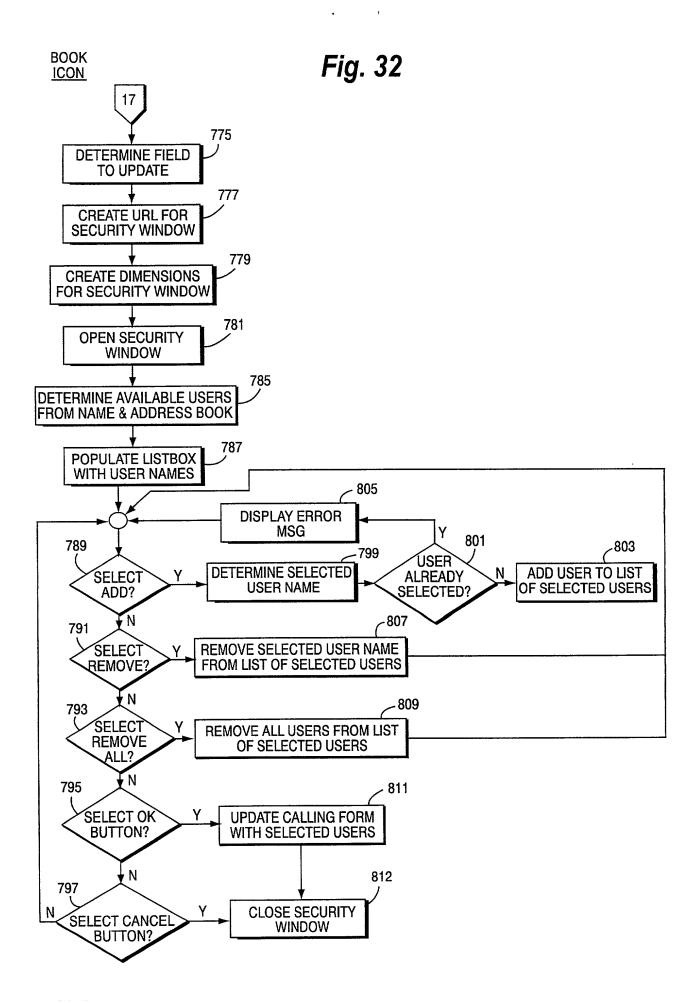


Fig. 33

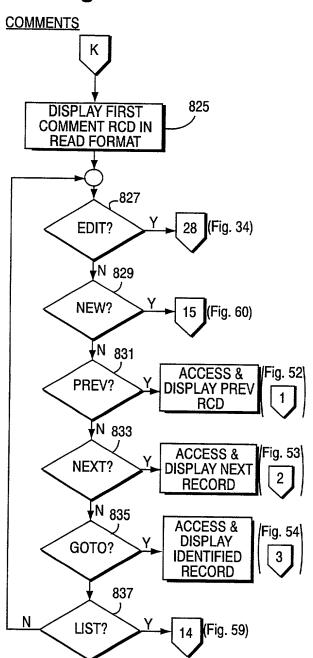


Fig. 34

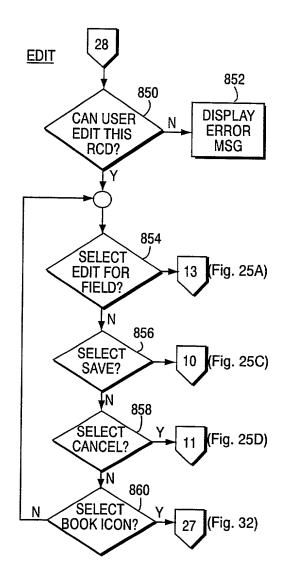


Fig. 35

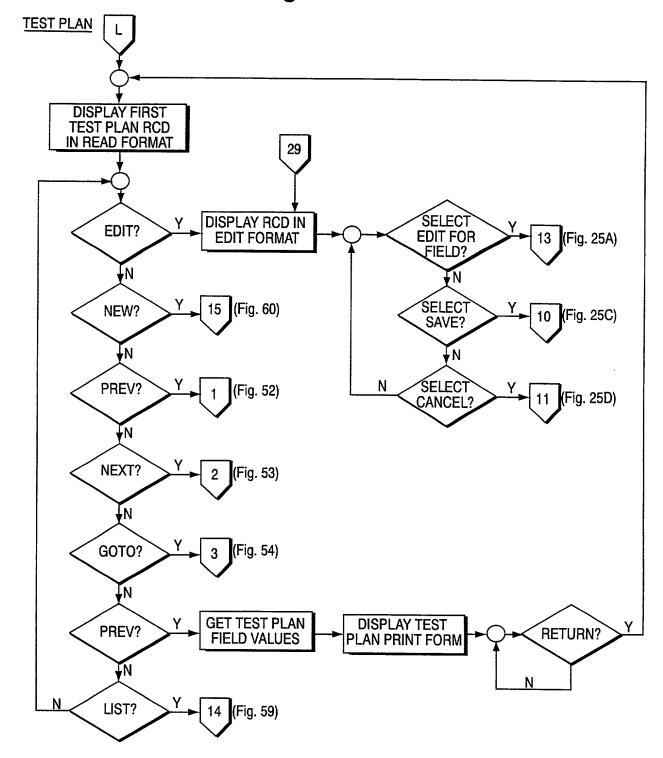


Fig. 37

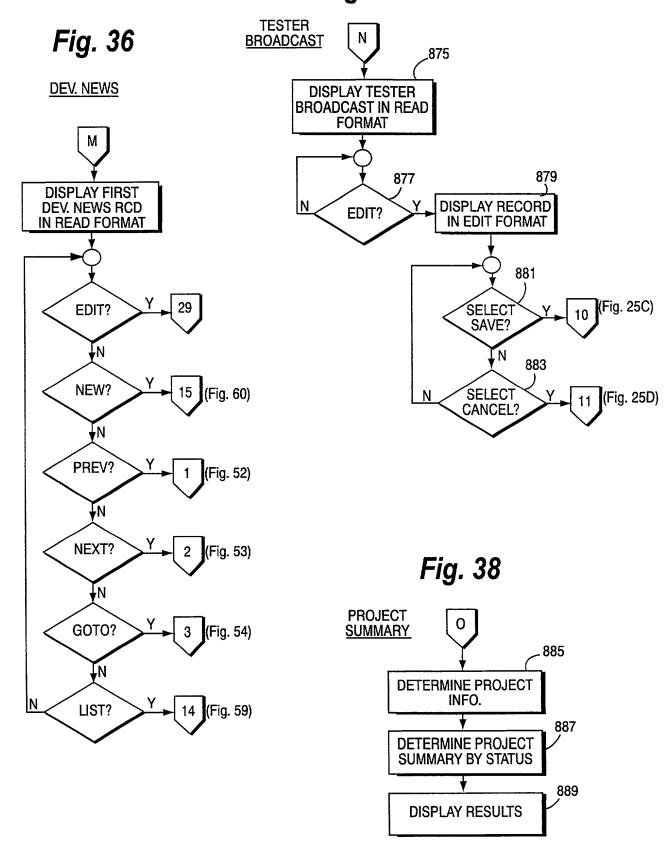


Fig. 39

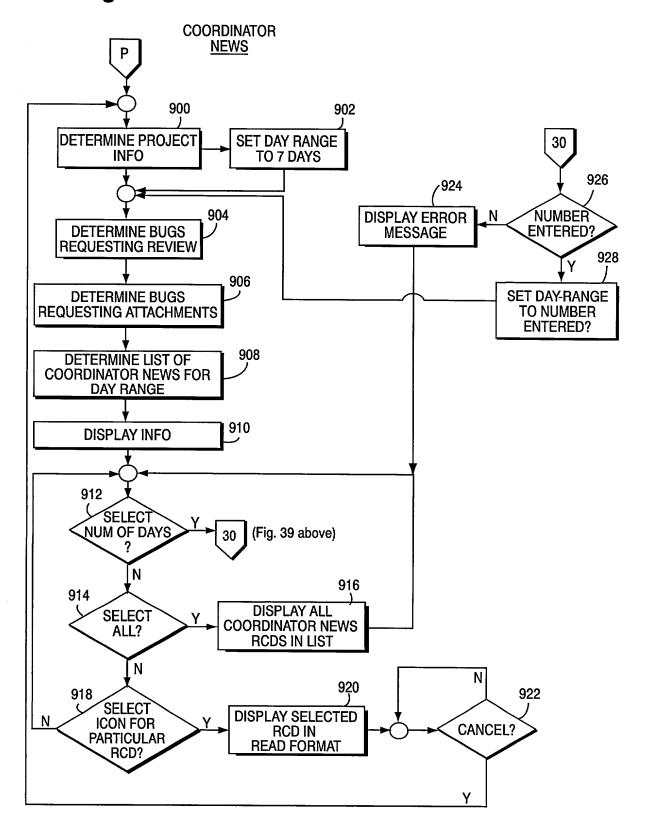


Fig. 40

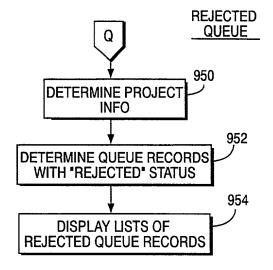


Fig. 41

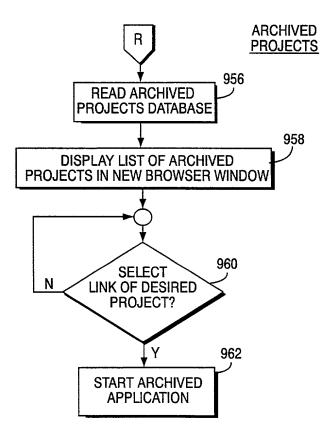


Fig. 42



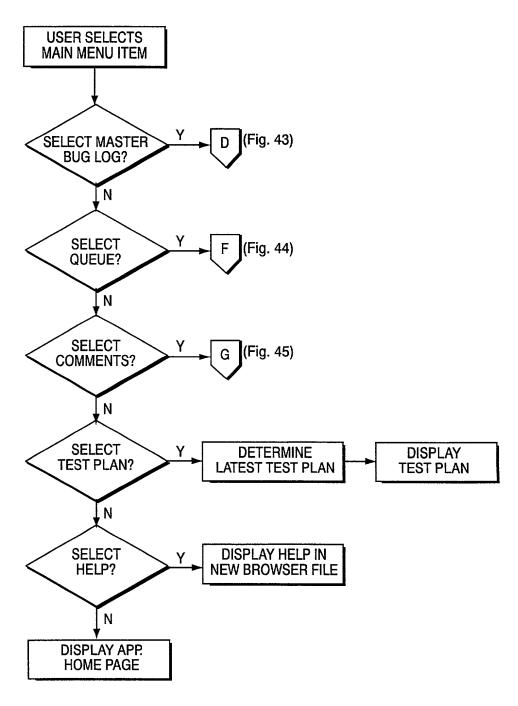


Fig. 43

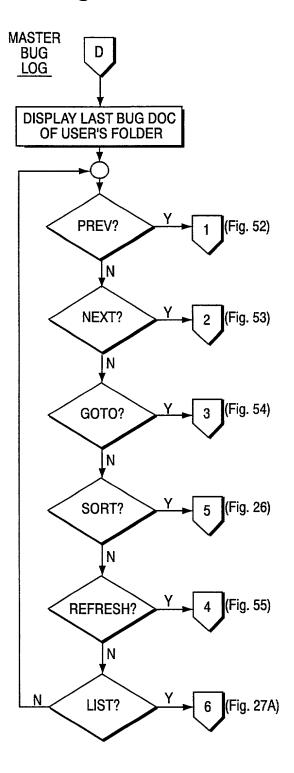


Fig. 50

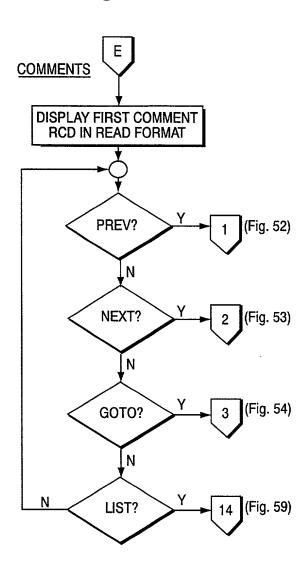


Fig. 44

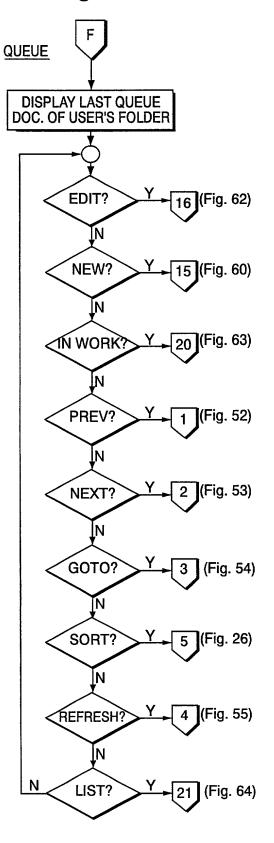
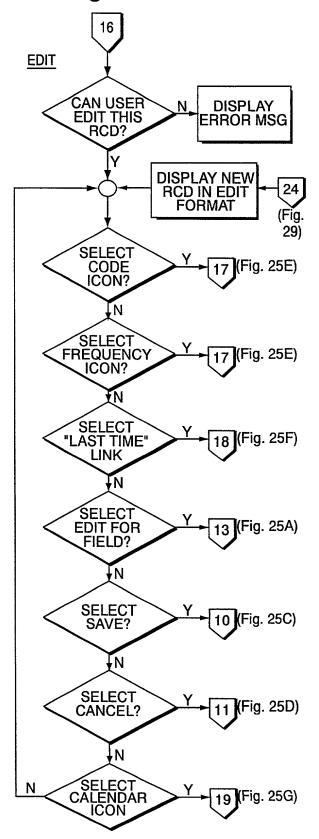
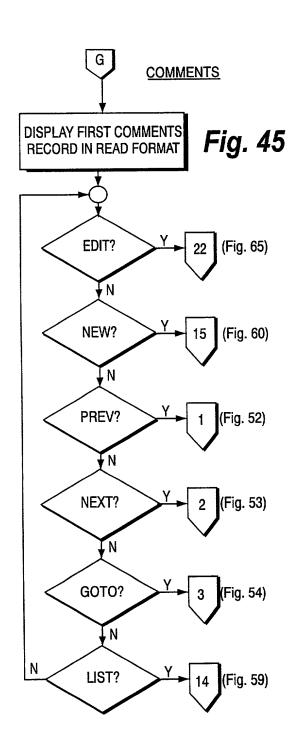


Fig. 62





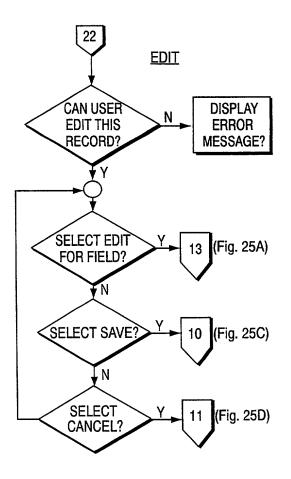
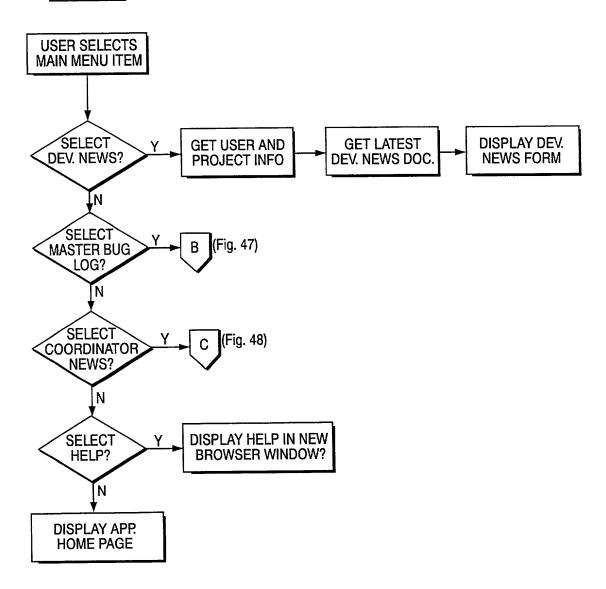
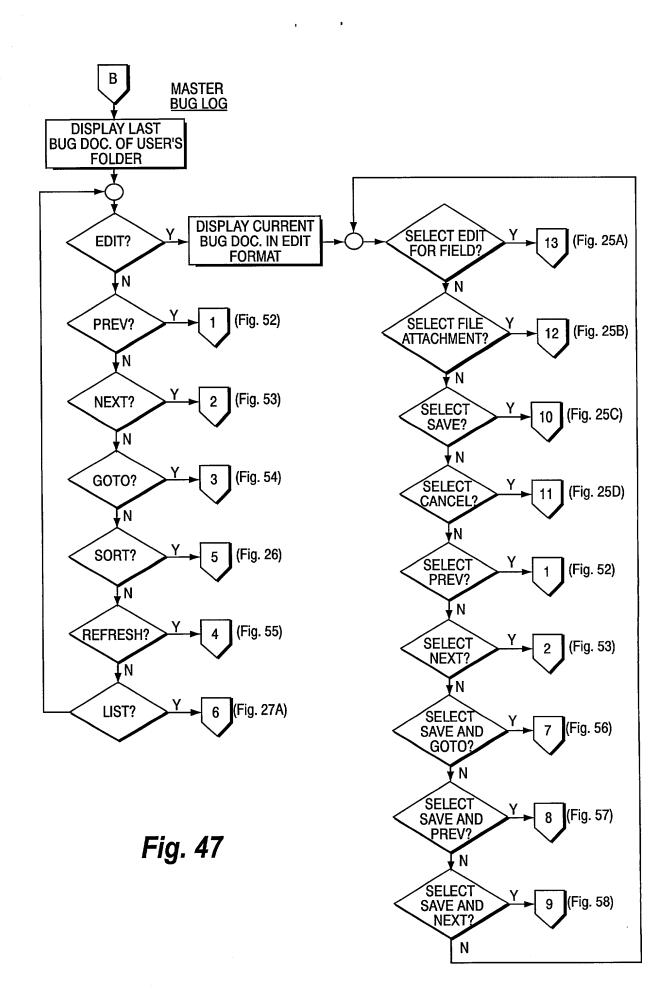


Fig. 65

Fig. 46

## **DEVELOPER**





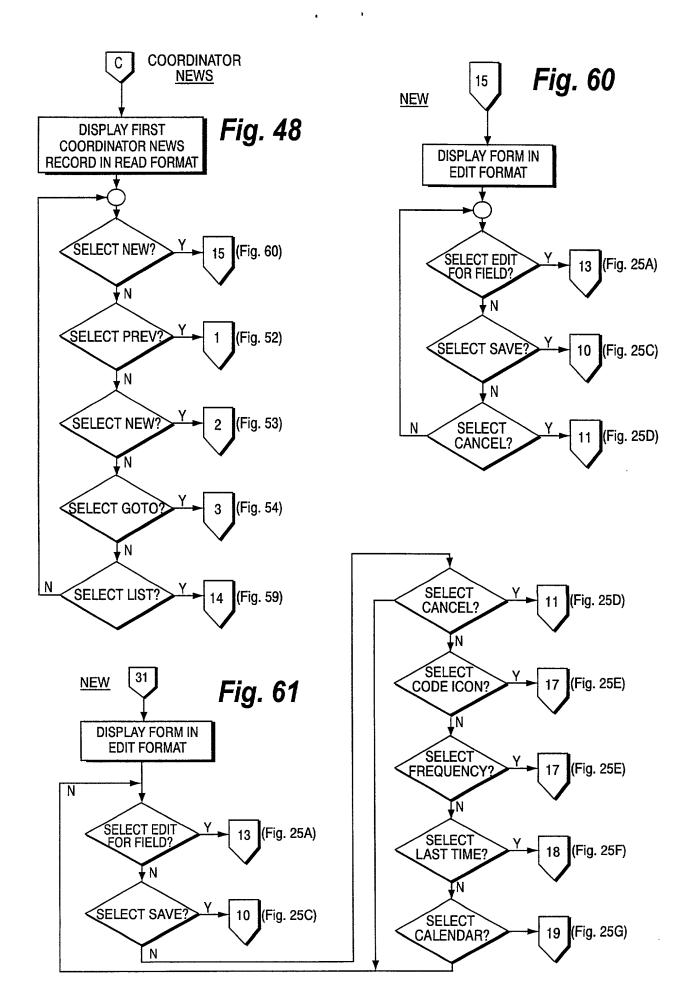


Fig. 49

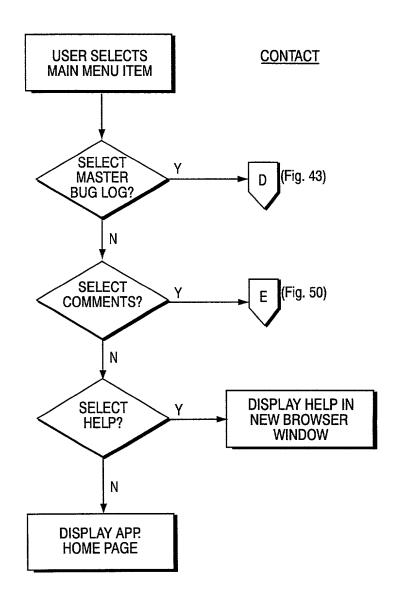


Fig. 51

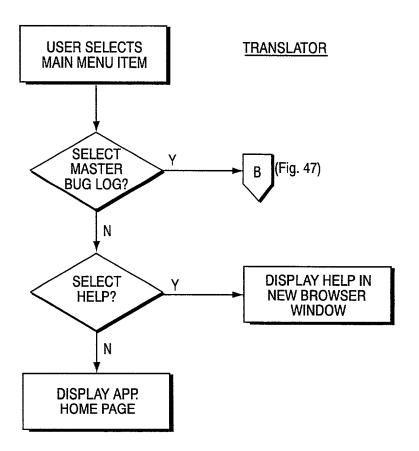


Fig. 52

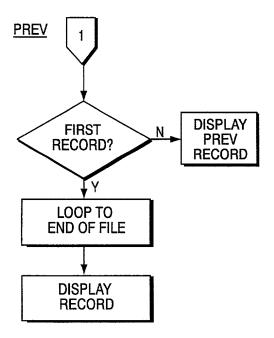


Fig. 53

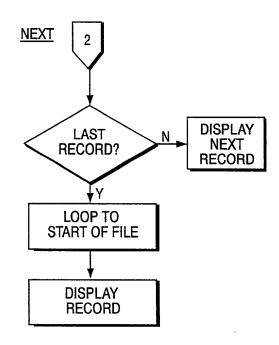


Fig. 54 <u>GOTO</u> 3 **DISPLAY** IS NUMBER N **ERROR ENTERED?** MESSAGE **DISPLAY** RECORD > LAST END OF FILE? **RECORD** N **DISPLAY** RECORD < **FIRST BEGINNING OF RECORD** FILE? ₽N **DISPLAY DESIRED** 

**RECORD** 

Fig. 55

